



THE REVENGE OF  
**SHINOBI**™

**INSTRUCTION MANUAL**

**EmuMovies**

1989 Sega of America, Inc.

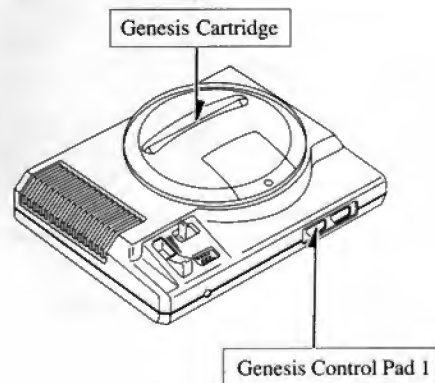
Sega of America, Inc. P.O. Box 8097, Redwood City, CA 94063

## Starting Up

1. Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. Plug in Control Pad 1 only.
2. Make sure the power switch is OFF.
3. Insert the Revenge of Shinobi Cartridge into the Genesis System Console (shown below). With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
4. Turn the power switch ON. If nothing appears on screen, recheck the Cartridge insertion.

**IMPORTANT:** Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

5. Press the Start Button on Control Pad 1.



## The Revenge of Shinobi™

In the impenetrable mountain hideaways of Japan exist mystic warriors, the ninja. These masters of battle possess seemingly impossible powers. In combat they leap to dazzling heights. When hit, they remain unhurt. They can summon fire from the sky to torch the enemy!

You studied ninja ways since you were small. In the *dojo* (school) you began as the weakest one, and anyone could overcome you. But every day you practiced and meditated. At last you mastered the skills of leaping, somersaulting, and throwing the deadly Shurikin.

Finally a day came when the *sensei*, your teacher, revealed to you the secrets of Shinobi, the art of stealth. And at last he taught you Ninjitsu — the ninja magic.

You are Musashi, the master ninja. Your hands and feet are lethal. In your grasp, every ninja weapon is an instrument of death.

Now an evil, powerful enemy, the Neo Zeed, has sent out its own ninjas, soldiers, spies, and villains to take over the world. As a warning to you, they assassinated your *sensei* and kidnapped the beautiful Naoko.



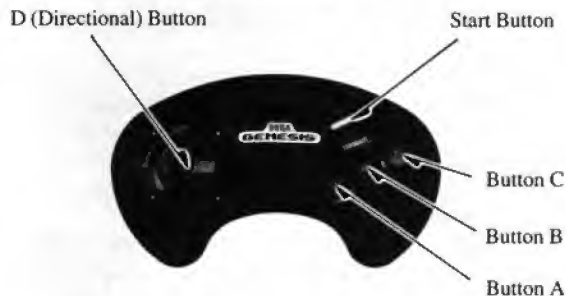
Musashi

You swear to annihilate the Neo Zeed. You stalk them around the world, destroying them wherever they exist. You never sleep. You never stop. And you don't give up! Until this vicious enemy is destroyed, your world won't be safe!

## Take Control!

The Revenge of Shinobi is a 1 Player game using Control Pad 1. Learn how to use the Control Pad before playing the game.

### Control Pad Buttons



#### D (Directional) Button

Before play:

- Press to bypass the opening sequence.
- Press up or down to move selection arrow on the Start Game and Options screens.
- Press right or left to change options on the Options screen.

During play:

- Press right or left to make Musashi walk right or left.
- Press down to make Musashi crouch.
- Press down and right or left to make Musashi crouch and walk right or left.
- Press right or left while paused to move the red frame over the Ninjitsu (ninja art) you want to use.

### Start Button

- Press to start game.
- Press to enter selections on the Options screen.
- Press to pause game during play. The Ninjitsu (ninja magic) selection box appears. Make your selection, then press the Start Button again to resume play.

### Button A (Ninjitsu Button)

- Press to use Ninjitsu (ninja magic).

### Button B (Attack Button)

- Press to attack.

### Button C (Jump Button)

- Press to jump up. At the height of your jump, press again to somersault.
- Press down on the D Button and press Button C to jump down to a lower level. (If there's an opening in the level, just walk over the edge to descend.)

NOTE: You can rearrange the functions of Buttons A, B, and C. For instructions, see the Options Screen section.

## Taiso (Preparing the Body)

Watch the opening sequence for a preview of Musashi's astounding skill. Then, at the Title screen, press the Start Button. The Start Game screen appears.

Press the D Button right or left to set your starting location (shown at the upper right of the Start Game screen). The Neo Zeed have taken over 8 districts around the world. Each district has 3 scenes. You can start in any district and scene from 1 - 1 through 8 - 3.

Then move the selection arrow to Options and press the Start Button. The Options screen appears.

## Options Screen

Use the Options screen to gear up for battle. Move the arrow up and down to select an item. Then press left and right on the D Button to change the setting.

### Sound Test

- Choose a game sound.
- Press the Start Button to preview the sound.

### Level

- Choose a game difficulty level: Easy, Normal, Hard, or Hardest. As game levels increase in difficulty, the enemy onslaught gets worse! In each level you also have a different number of lives per game:

Easy ..... 10 lives per game  
Normal ..... 3 lives per game  
Hard ..... 1 life per game  
Hardest ..... 1 life per game

### Shurikins

- Choose the number of Shurikins (throwing knives) Musashi carries into battle. You can set the number from 00 to 90 in multiples of 10.

### Control

- Choose the settings for the A, B, and C Buttons on the Control Pad.

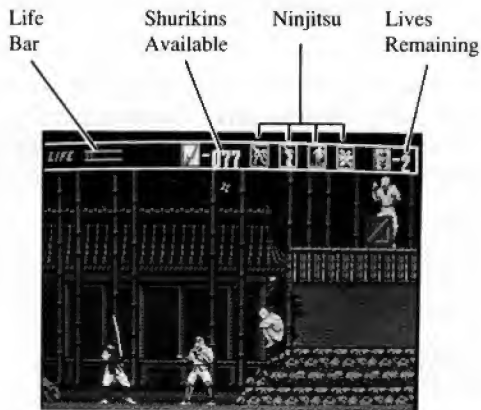
Type 1	Type 2	Type 3	Type 4
A Ninjitsu	A Attack	A Jump	A Ninjitsu
B Attack	B Jump	B Attack	B Jump
C Jump	C Ninjitsu	C Ninjitsu	C Attack

### Exit

- Press the Start Button to return to the Start Game screen. Press it again to begin play.

## The Point of No Return

You are Musashi, the powerful, skilled Ninja. The terrorists of Neo Zeed are your worst enemies. You've sworn to destroy every last soldier and agent in their vile army. After checking your location on the map, you begin the hunt!



You carry a dagger and a cache of deadly Shurikins, your throwing knives. Press right or left on the D Button to walk, and press down to crouch. For stealthy attack, crouch while walking by pressing the D Button down and right or left.

Attack by pressing your Attack Button (Button A, B, or C, depending on your setting). If you're right on the enemy, you'll stab when standing and kick when crouching. If the enemy is farther away, you'll sling Shurikins.

Jump by pressing your Jump Button (again, Button A, B, or C, depending on the setting). At the height of your jump, press the Jump Button again to somersault. Press the Attack Button to attack while jumping, and to throw 8 Shurikins at once while somersaulting.

Follow the Go and Exit arrows to keep on the right track.

## Your Life Bar

During battle you will be injured in sword fights and by hurled Death Stars, exploding bombs, cannon and machine gun fire, attacking dogs, kicks from brutal thugs, and other enemy ploys. Your Life Bar at the top left ebbs away as you are injured. When the bar disappears, you die.

You can revive as long as you have lives left. During battle, you can regain strength and extra lives by picking up Power Packs and Musashi from the crates.

When your score reaches 100,000, your Life Bar gains 2 small bars. You gain two more lives every time you successfully finish a scene. Also, when your score reaches 50,000 you gain an extra life. After that, every time your score increases by 100,000 points you gain an extra life.

## Crates

Attack the crates to burst them open. The weapons inside will help you stay alive! Walk over the weapons to pick them up. They include:



**Power Pack** Increases your strength and adds to your weapons. You throw your Shurikins faster and more accurately, you gain a lethal sword for combat, and you apply the skill of Cross Guard, warding off enemy Death Stars with crossed Shurikins.



**5 Shurikins** You gain 5 more throwing knives.



**20 Shurikins** You acquire 20 more throwing knives.



**Small Heart** Your Life Bar gains 2 small bars.



**Large Heart** Your Life Bar increases to full strength.



**Musashi** You gain an extra life.



**Ninjitsu** Ninjitsu (ninja magic) can be used again in the same life, even if you've used it already.



**Bomb** An explosive that detonates either when you touch it or its time runs down. Keep away from the blast!

At times you'll also gain hidden weapons by throwing Shurikins and kicking in the air.

## Jumping

Press the Jump Button to leap over obstacles and avoid Death Stars hurled by the enemy. Press the D Button left or right while jumping to change your position and land accurately. At the height of your jump, press the Jump Button again to somersault for more height and greater distance. Doing this lets you leap to high places inaccessible by normal jumping.



Normally, you descend by walking down a step or ledge. When there's no opening on your level, you can get to a lower level by pressing down on the D Button, then pressing the Jump Button.

Attack while jumping by pressing your Attack Button. During a somersault jump, press the Attack Button to hurl 8 Shurikins at once. You'll always aim one knife directly below you to smash waiting enemies and ensure a safe landing.



## Ninjitsu

Use the Ninjitsu (ninja magic) to get through seriously dangerous situations. Press the Start Button to see the Ninjitsu selection box.



Ninjitsu is made up of four different jitsus, or secret arts. Press the D Button right or left to move the red frame over the jitsu you want.



**Ikazuchi, the Art of Thunder** You call upon Thunder to surround you with its protection. While enveloped in Ikazuchi, you will not be injured and your Life Bar won't decrease. After taking several enemy hits, Ikazuchi fades away.



**Kariu, the Art of the Fire Dragon** Assume this jitsu to envelope yourself in a fire column, which then splits and travels, scorching every enemy it touches. Kariu is over when the fire columns disappear.

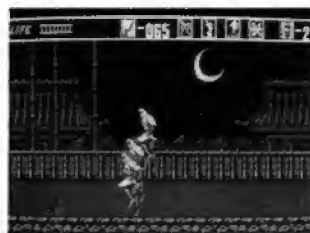


**Fushin, the Art of Floating** Increase your jumping prowess with this jitsu. When you assume Fushin, your jumps and somersaults have maximum height and distance. Fushin stays with you until the scene ends, even if you assume another jitsu.



**Mijin, the Art of Pulverizing** By assuming Mijin you become a human explosion that destroys everything in its blast. Use Mijin as a desperate resort, when your Life Bar is short. Mijin takes your life, so make sure you have another life remaining.

After choosing a jitsu, press the Start Button again. During the battle, when the time is right, press your Ninjitsu Button (A, B, or C, depending on your setting) to ceremoniously assume the jitsu.



You can use Fushin and 1 other jitsu during each life. If you pick up a Ninjitsu from a crate, you can use another jitsu in the same life. Ninjitsu you pick up do not carry over into the next scene.

## Pause and Resume Play

When you press the Start Button for Ninjitsu, the game pauses and totes up your total score to that point. Press the Start Button again to resume play.

# Battlefields

With grim determination you travel around the world, fiercely hunting down the Neo Zeed. You search 8 international districts, each having 3 different scenes.

## District 1: Ibaraki Province, Japan

**The Bamboo Garden** This serene garden conceals the Omote ninja and Kabuto samurai. Beware of Hachi the dog — he can catch Shurikins in his teeth!



Omote

**The House of Confusion** Dodge the sharp bamboo grills — they'll hurt you.



Kabuto

**Escape!** Mighty samurai Blue Lobster blocks your escape!

## District 2: Tokyo

**The Waterfall** Crossing the waterfall is the only way to Tokyo! Jump on the swirling logs to advance.



Karasu

**The Backstreet** The building is taller than you think! Vicious Flower Dragon gangs lie in wait!



Kasumi

**The Bistro** Blinded by strobes, you romp with the Shadow Dancer.

## District 3: The Military Base

**The Airport Compound** Neo Zeed infantry patrol both inside and outside, accompanied by vicious attack dogs.



Curly

**The Cargo Jet** You're a menace as a stowaway!

**The Computer Vault** Find the computer and blow its brains out.

## District 4: Detroit

**The Junkyard** The junk in this yard is deadly!



Gunner

**The Motor Mill** Engine blocks and ingots plunge from the ceiling.

**The Side Yard** The Master Attacker gets really mad, and it does something to his blood pressure.

## District 5: Area Code 818

**The Laser 'Scraper** Hop up to the top for an incredible experience!

**The Freeway** This is no place to play!

**High-Speed Chase** Your worst nightmare!

## District 6: Chinatown

**The Kung Fu Gang** Gang fighters greet you with lightning kicks and lethal nunchaku.



White Phoenix



**The Train** You're atop a speeding train. Metal poles whizz at your head and bullets blast by your ears!

**Spider-Man\*** This fellow can really sling a web.

### District 7: New York

**The Breakwater** Ninjas and machine gunners guard the breakwater.

**The Machine Room** Inside the Neo Zeed container ship you try to keep a cool head.

**The Cargo Hold** Look what you discovered — a flame-spewing Brontosaurus!

### District 8: Neo Zeed Marine Stronghold

**The Searchlight** The searchlight picks you out as a perfect target for Neo Zeed gunfire!

**The Cellar Maze** You've made it into the basement of Neo Zeed headquarters.



Pink Dragon

**The Inner Sanctum** Here's where you'll find the terrified Naoko, your sweetheart — and face your final enemy, the Boss.

\* Spider-Man: ® & © 1990 Marvel Entertainment Group, Inc. All rights reserved.

## Continue Game Screen

When you lose all your lives, the battle ends and the Continue Game Screen appears.



Select Continue to resume the battle in scene 1 of the last district you played. You can select Continue 3 times before the game ends for good. At that point "Game Over" appears.

Select New Game to start the game over from scene 1 of district 1.

## Survival Tips

- Practice, practice, practice! Work on your jump, attack, and somersault skills. Perfect your timing.
- Carry as many weapons as you can get so you're never caught short.
- Learn the weak spots of your assailants, especially the Power Villians in scene 3 of every district. Then defeat them by attacking where it hurts most.
- Decide on your best attack position -- close in or from a distance. Then do it!

## Scoring

### The Neo Zeed Army

Omote	
green .....	300 points
red .....	500 points
black .....	800 points
Kabuto	
red .....	800 points
blue/red .....	1,000 points
Hachi .....	800 points
Karasu	
green .....	800 points
black .....	1,000 points
Green infantry grunt .....	300 points
with machine gun .....	500 points
with hand grenade .....	800 points
Blue infantry grunt .....	500 points
with machine gun .....	800 points
with hand grenade .....	800 points
Currl .....	200 points
Gunner .....	1,000 points
Kasumi .....	500 points

### The Flower Dragon Gang

Blue Dragon .....	300 points
Red Dragon .....	800 points
Purple Phoenix .....	800 points
White Phoenix .....	1,000 points
Pink Dragon .....	1,000 points

### Power Villians

Blue Lobster .....	8,000 points
Shadow Dancer .....	5,000 points
Computer .....	5,000 points
Master Attacker .....	5,000 points
Armored Car .....	8,000 points
Brontosaurus .....	20,000 points
The Boss .....	500,000 points

### Bonus Score

No Ninjitsu .....	10,000 points
used in the scene	
Finishing a scene .....	10,000 points
with 11 Shurikins for	
every life left (1 life and	
11 Shurikins, 2 lives and	
22 Shurikins, and so on)	
Secret bonus .....	50,000 points

## Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

## WARNINGS

### Read Before Using Your Sega Video Game System

#### EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

## Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

## Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

**1-800-USA-SEGA**

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

### Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

### Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

---